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The AVALON HILL

GENERAL

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

VOL. 6, NO. 4

NOV-DEC 1969



\$1.00 PER ISSUE

That Was the Summer That Was

FULL YEAR \$4.98

★ ★ ★ ★ ★ **GENERAL**

The AVALON HILL ... a losing venture published bi-monthly pretty close to the first day of January, March, May, July, September, and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It also helps sell our merchandise, too.

Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.

A full-year subscription costs \$4.98 (overseas subscribers add \$6.00 to cover airmail.) Back issues cost \$1.00 each: out-of-stock issues are Vol. 1, No's. 1, 2, 3, 4, 6; Vol. 3, No. 1; Vol. 4, No. 4.

Printing — oh... say 17,000 give or take a few thousand.

To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

Purchases of The General: **Subscription Dept.**

Purchases of games, play-by-mail kits, and game parts: **Order Dept.**

Questions concerning play: **Research & Design Dept.**

Articles for publication: **Editor-in-Chief.**

Requests for Brochures: **Advertising Dept.**

Requests for Parts Lists: **Parts Dept.**

Letters to the Editor: **Editor-in-Chief.**

Try-outs for the baseball team: **Manager Thomas N. Shaw.**

Miscellany: **Marketing Dept.**

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The Avalon Hill Philosophy — Part 18

The Simple Life

"What's it like to work in a game factory?," many a subscriber has asked. While we cannot speak for Parker Brothers, Milton Bradley, or any of our competition, we can do the next best thing and let you "walk" with us through a typical day in the life of, say, our Marketing Director.

Of all phases in the manufacturing of games, the job of Marketing Director is the one most intertwined — the hub of the wheel so to speak. The design, development, and promotion of games — from start to finish — depend in large measure to the dictates of the man in charge of marketing.

Avalon Hill's Marketing Director involves himself in duties ranging from coordinating sales activities to production of printed games to development of promotional material. While he does not involve himself with the actual design, research, accounting, and the nut mail, he is indirectly responsible for all of these functions.

In outline form, this is what happened on Tuesday, September 23, 1969:

8:22 AM: arrival at main office — confronted first thing with a special delivery letter containing insufficient postage. "Gad, the day hasn't even started and it's cost us 35 cents already." Letter turns out to be a request from an excellent retail customer, Kroch's & Brentanos, Chicago, for advertising material on Tuf and Tufabet (two new AH games) for inclusion in Kroch's Christmas catalog.

8:36 AM: Intercomm bellows, "MD to the press room; MD to the press room," meaning Marketing Director, not doctor. Decisions, decisions; Marketing Director plots with Production Manager, Steve Szekely, which game should be put on the presses for re-runs. Today, the decision went to the old standby, Gettysburg, which is enjoying a brief resurgence in sales.

9:05 AM: Mail-opening-time. There's nothing more thrilling than watching coins tumble out of their direct-mail envelopes. Unfortunately, time precludes the Marketing Director from enjoying this delightful respite from the norm, the pleasant task going instead to Adele Leonard who opens all mail distributing same to proper departments. However, the MD does indulge in opening personal mail for early cognizance. Receptionist advises that a soldier is in lobby for a tour of plant. After speaking with him briefly, and learning that he is being transferred to Ft. Holabird in Baltimore, turns him over to Bob Russo for complete tour of offices and printing plant.

9:17 AM: One of the shipping department employees phones in from home; to be delayed due to minor accident — must borrow someone else from another section to fill in because of rush of Christmas orders (in September yet.) Grabbed the Multibinder operator; who had to be replaced by the Cutter; whose job had to be filled by an apprentice printer; for whom we substituted a compositor. We could have simplified the problem by grabbing the compositor, but he was recovering from a hernia.

9:35 AM: Coffee Break. Nothing intervenes.

9:36 AM: Emergency intervenes. Long distance

call comes in from customer desiring information on where he can buy a Football Strategy game in Los Cruces, New Mexico.

9:40 AM: Discussed with art and advertising departments the next promotional mailing to high school teachers extolling the educational virtues of AH games. Meeting temporarily interrupted by a mis-directed phone call from a group currently testing a new stock market game — they desired clarification of one of the rules. Call was routed to proper personnel. Another interruption: a call came in from plant annex where game assembling takes place. They came up short in "Games of Logic" product folders which are assembled in each game. Solution: immediate re-run of product folders, delaying assembly of ANZIO games for several days. Discussion finally concluded with decision on the type of material to be sent to high schools. Ed Adams, all-purpose grammarian, assigned task of writing promotional material and purchasing the proper high school mailing lists, selecting from the more affluent sections of the nation.

10:35 AM: On the phone with stock broker at Alex Brown & Sons; discussion of intricacies of market action useful towards further development of stock market prototype now in the works. Immediately double-checked information with brokers at Merrill Lynch and Eastman Dillon.

10:55 AM: Checked daily response to advertisement for salesman to sell religious games in our line as novelty sidelines and fund-raising vehicles. To date, 290 responses to ad in which salesmen purchase a sales kit at nominal expense. Kit contains sample games, promotional literature, and samples of advertising support. Dictated correspondence relating to entire schmeer offering commissions between 15 and 25% on sale of religious games. Dictation interrupted by call from art department where a major decision on box design for stock market game was required. Spilled coffee on their design; the art department caught the subtlety and went back to their drawing board.

11:10 AM: Reviewed announcement from post office of availability of new Dwight D. Eisenhower commemorative 6 cent stamp. Held a meeting briefly with sales and advertising personnel to determine feasibility of a tie-in promotion with the D-Day game. (In the promotion which introduced the Shakespeare game, a tie-in with the Shakespeare commemorative stamp was utilized — helped account for the tremendously successful promotion of this game not in the least of which was the two-column review given the game by LIFE Magazine.) No decision reached here — just kicked around a bit in the brainstorming session.

11:30 AM: Transferred to downtown warehouse to check inventory on catalog materials for salesmen. New 1969-70 catalogs just off the press; gathered up old catalogs for use in educational mailing thus saving printing expenses. Reviewed initial survey responses from The General subscribers regarding selection of next wargame. "Looks like France 1940 is ahead, despite some ballet stuffing (four postcards in one day from Santa Rosa, California)."

COVER STORY

THAT WAS THE SUMMER THAT WAS...

What appears to be mass-confusion — evidence the cover montage — is in reality representative of a very orderly summer of wargame conventions, large and small. Conventions abounded in all four corners of the U.S. Major conventions included those sponsored by The St. John's University Military Strategy Club, Jamaica, New York; Panzerfaust Magazine, Sayre, Pennsylvania; Spartan Wargamers, Long Beach, California; and the IFW, Lake Geneva, Wisconsin. Reports on the first two appeared in previous issues of this magazine as they were, in effect, preliminaries to

(Continued on Page 8)

11:45 AM: Dictated letters to certain sales organizations congratulating them on outstanding Summer. Alerted them to upcoming Fall and Winter plans where major impact of year's advertising is concentrated.

12:09 PM: Long-distance call from Bronco-Modelcraft, Westbury, New York, "Where's the merchandise?" they pleaded... had to dig up shipping pro number and advise of delivery for this major wholesaler. While awaiting pro number, gathered special promotional and sales material as requested by the Oak Grove Jr. High, Bloomington, Minnesota, in conjunction with the establishment of a Simulation Learning Center. Emphasis placed on past experience that showed the following seven titles best suited for these purposes: Gettysburg, Verdict II, Management, Shakespeare, Word Power, Tuf and Tufabet. Immediately called Ed Adams to push these seven titles in the special educational mailing being prepared.

12:22 PM: Donned the Research Director's cap during lunch hour. Answered two phone calls from inventors with games to sell. Answered one call from gamers seeking immediate interpretation of rules as they were in the midst of a D-Day game. Allied Paratroop Units *can* bomb Berlin now, can't they???

12:55 PM: Lunch Hour. Checked the Marvin Miller Bookstore on Baltimore Street to see if they handled any Avalon Hill games.

1:30 PM: Discussed with Production Manager, Steve Szekely feasibility of ordering from West Germany wooden troop counters from same source supplying AII with Tuf and Tufabet cubes. Idea rejected because of difficulty in getting small printing embossed on wood. Also, lead time often runs up to three months. Decided instead to turn to plastic sources.

1:50 PM: Discussed with local area disc-jockey use of religious games as premium give-aways in connection with sacred music program. No commitment here — problem lies in relative high cost of shipping games through the mail in contrast to

low cost of mailing phonograph records which fall under the 4th class educational materials classification.

2:25 PM: A former Philadelphian and IFW leader now working in Baltimore, Scott Duncan drops in to pickup a wargame mockup for testing. Briefly discussed with Scott changes for revising Prototype VI of the stock market game.

2:45 PM: Raced back to main office and plant to discuss packaging changes for Prototype VI of stock market game.

3:35 PM: Received call from little old lady looking for a Bingo set.

3:36 PM: Spoke long distance with Canadian Sales organization — discussing Department Store advertising and promotion in Canada. Because of high import duties and taxes, it was suggested that all Canadian direct mail orders be sent to the Canadian organization, 1111 Finch Avenue, Unit 25, Downsview, Ontario, Canada. No objection here to that suggestion; directing Adele Leonard to refer all such incoming mail in that regard.

3:45 PM: More dictation, including thank-you note to Bob Tobin of BOYS LIFE Magazine for getting our October advertisement in preferred up-front, outside column position.

4:10 PM: Conducted mini-survey using previous week's registration postcards to determine purchase sources and motivation. Noted the high "Johnny Cash" response on the "Three TV Shows I Regularly View" line. Difficult to rationalize this response — but raced back to the art department with the suggestion that they add guitars and autoharps to package design for stock market. Art department promptly spills coffee on the Marketing Director.

4:20 PM: Checked over daily list of orders from wholesalers for credit rating; discussed those with past-due balances with credit manager for shipping advisability. Placed call with Sales Manager, Harold Frankel, operating out of New York showroom, to discuss in-store merchandising and

demonstrations of games at point-of-purchase level.

4:45 PM: Checked invoices for day's shipments, distributing copies to proper departments, the sales organizations, and Sales Manager.

4:55 PM: Approved several advertising pieces prepared to merchandise local newspaper story that featured the AH baseball team.

5:05 PM: Back to dictation; committed AH to exhibit space at the 1970 Chicago Trade Show (local IFW members take note); acknowledged invitation to a Baltimore Chamber of Commerce luncheon on export trade; sent thank-you letters to Arnold Wechter — Santa Cruz Sentinel, Barnard Collier — New York Times News Service, Editor of the Sioux Falls Argus leader in S. Dakota, and Herbert Saltzman — Boys Life, for editorial product plugs.

5:35 PM: Ended the day with an 11th cup of coffee; mulling over an opportunity for obtaining a promotional spread in Playthings Magazine — think, think, think, promote, promote, promote, advertise, advertise, advertise... a news release here, a publicity opportunity there, here a plug, there a plug, everywhere a plug plug... a man could go crazy in this racket. Now to get home and unwind over a relaxing game of Diplomacy...

Ahh — the simple life. While this might be the typical day in the simple life of a Marketing Director it isn't always this typical. On another given day, he might receive long distance calls from any one of many game fanatics including Russell Powell, Gary Gyax, Harold Frankel and S/Sgt Lou Zocchi — at home yet.

Special promotional jaunts may take him to New York, Washington and Chicago for several days at a time. But regardless of where he might be, or when, the closest we can come to describing his typical day is that it is typically typical for that of the Marketing Director for any consumer product — the only thing that is different is the product.

German Defense of Normandy - Part II

by Alan Augenbraun

In this the second in Alan Augenbraun's 4-part series, he tells about the "Eve of Liberation" during which the German High command was unable to agree on overall strategy. This series is an outgrowth of Augenbraun's thesis pertaining to his college course dealing with military strategy.

The Eve of Liberation

Von Rundstedt, realizing that the Wehrmacht was completely overextended, called for an evacuation of all western forces to a defensive line on the German frontier. It was this suggestion, put forth in late-1943, that prompted Hitler to send Rommel to the western sector. OB West next proposed removing troops from south of the Loire to bolster the northern areas. With the Allies firmly involved in Italy, an invasion of South France seemed unlikely, and von Rundstedt reasoned that the Southern troops could be put to better use in the north. Hitler rejected this plan, as well.

Denied withdrawal or reinforcements, von Rundstedt planned to hold the principal coastal

areas to delay a fast Allied buildup, holding his armored reserve in the rear, poised to strike decisively at the Allies still struggling to organize on the coast. Most of the German High Command concurred with this strategy.

What OB West failed to realize was that Allied air supremacy precluded any movement of reserves from rear areas. Rommel alone, having encountered Allied air power in Africa, realized the importance of having reserves deployed up front where they would be in position to attack once the Allies pierced the beach defenses.

Hitler settled the controversy by ordering infantry units kept forward and the bulk of the armor rearward. Further, being unsure of the location of the imminent invasion, Hitler decided to keep four Panzer divisions near Paris under his strict personal authority to ensure their accessibility in any contingency. Quite clearly, Hitler did not trust his generals to make the right decisions in combat.

As a result of all this, the German defensive line was manned by infantry — most of which

was of questionable quality — while the armored reserve was incapacitated by its distance from the coast and its inaccessibility to the field commanders.

While the Allies knew nothing of the problems of the German High Command, they did their best to add to the pre-invasion undermining of the German position. Aside from feeding German agents false information about the time and place of invasion, the Allies also weakened German defensive readiness by launching an air interdiction operation, effectively cutting German communication lines by destroying bridges across the Seine and Loire Rivers and seriously curtailing rail transportation throughout France. This operation succeeded in isolating the planned invasion area from possible reinforcements from the east or the south. Allied bombers also paralyzed the German radar system, making early detection of the invasion fleet a near impossibility.

By the eve of D-Day, the Germans were not only strategically crippled, but they were still uncertain as to where the invasion would take place, although they assumed that it would occur

at Calais in late June to coincide with a Russian summer offensive. Studies of Allied landings in North Africa, Sicily, and Italy showed that the Allies required favorable weather for air operations during their invasions, and when Luftwaffe meteorologists reported that the weather seemed too bad for air operations, the Germans discounted the likelihood of an immediately forthcoming invasion. A confident Rommel thus left for an unannounced visit to Germany on June 4, and many of Seventh Army's senior officers left Normandy for a June 6 map exercise in Rennes, an exercise which ironically featured a mock Allied invasion of Normandy preceded by an airborne assault.

Reports of increased Allied radio activity and other omens of invasion were scoffed at. But late on June 5, a Fifteenth Army intelligence center intercepted a radio message signalling the imminence of invasion and passed it on to OB West and OKW. The latter did not order an alert, assuming that OB West had done so. OB West, sure that Army Group B had alerted its units, likewise took no action. The first concrete indication of an assault on France was thus ignored; the Seventh Army at Normandy was not alerted to the approaching danger.

The actual invasion of France began on the night of June 5-6 with a three-division parachute and glider assault on the flanks of what was soon to be the invasion area. The British 6th Airborne landed at the Orne River while the U.S. 82nd and 101st Airborne Divisions landed near Ste.-Mere-Eglise and Carentan on the Cherbourg peninsula. Their aim was to secure the flanks of the invasion beaches and block the flow of reinforcements thereto.

Although the British achieved their objectives, the Americans did not do as well. Their troops were scattered over 400 square miles, and more than half of their equipment was lost. Nevertheless, the Americans did succeed in confusing the Germans, who, not knowing the enemy strength and position or the extent of the airborne assault, could not react with any organized effort.

Reports of contact with Allied paratroopers filtered into the various German headquarters very slowly. Besides the general confusion and the efforts of the Resistance to disrupt German communications, each German commander, wary of raising a false alarm, hesitated to alert central headquarters before checking and rechecking each report. It was not until after one AM that Seventh Army HQ was alerted and Army Group B and OB West were informed of the Allied air landings. Significantly, the latter two remained unconvinced that the airborne assault portended a major invasion and did not, therefore, order any of the reserves forward to meet the Allied attack.

At four AM, with the sounds of ships being monitored all along the Normandy coast, von Rundstedt, still maintaining that the main Allied effort would come at Calais, saw that an invasion of Normandy was nevertheless now definite. He moved to stop it, ordering the 12th SS and Panzer Lehr Divisions to assemble and rush to the coast. These units were under Hitler's personal authority, and, although OB West anticipated their release for combat, a formal request for the armor was forwarded to OKW. Two hours later, OKW replied, ordering a halt to the panzer movement pending Hitler's own decision. Hitler was sleeping at the time and was not awakened until nine in the morning. Von Rundstedt, as a field marshal, could have demanded to speak

directly with Hitler, but the aristocratic von Rundstedt refused to plead with the man to whom he referred as "that Bohemian corporal."

By the morning of June 6, then, the six-division seaborne invasion was opposed only by the thin crust of German troops at the beaches. The half-tide landings were against five sectors designated UTAH, OMAHA, GOLD, JUNO, and SWORD, the latter three being the British-Canadian objectives.

Generally speaking, the landings were confused and chaotic, especially at Omaha Beach, where almost all of the amphibious tanks never made the French shore. The German obstacles, aided by a swiftly-rising tide, partly fulfilled their purpose, and effective German fire reaped further havoc on the beaches. But the Allies persisted, establishing beachheads in all sectors, although the phase lines for the end of D-Day were not reached. The situation by twelve PM, June 6, was as follows: the Utah landings were a mile off

their intended target area; the U.S. 1st and 29th Infantry just barely managed to secure a foothold on "Bloody Omaha," which, by the way, was almost abandoned as futile; and the British sectors Sword and Juno remained dangerously separated by a six mile gap. The time was ripe for a swift German counterattack, but, fortunately for the Allies, the Germans were in no position to take advantage of the situation. Had Rommel been allowed to deploy the armored reserve near the coast, the Allied landings would have fared much worse than they did, perhaps even failing completely.

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In the next issue - Part III tells about "The Battle for the Bridgehead" and "the confusion that reigned in the German High Command."

Play Balance, Play-ability & Historical Realism

by Richard C. Giberson

The three terms in the title have different meanings of course in the context of a War Game. It should be noted however that they are not necessarily mutually exclusive. To ensure that we are all talking about the same thing let's define our terms:

Play-Balance — A game is "play-balanced" if, when played by opponents of equal ability numerous times from the same side of the board each opponent wins about half the time. Chess and checkers are classic "play-balance" games though there are those who will argue the advantage of the first move. Waterloo and Blitzkrieg would appear to be in this class also though certainly not as definitely as Chess and Checkers.

Play-Ability — This relates to the ease of handling the mechanical features of the game. Complexity sometimes gets confused with play-ability (or lack thereof). A game can be complex and still be playable. For example tournament level Blitzkrieg on Guadalcanal can be considered complex, but the first is "playable" the second is not. We would define complexity as the amount of play variables required in the game.

Historical Realism — First a War Game is not realistic when compared to War for two important reasons (and a myriad of others) the noise level and the lack of spilled blood — unless you get too mad at your opponent. These differences of course make the War Game infinitely to be preferred over War. The scaling down of time and space for a War Game has been discussed before. Can we conclude then that Historical Realism for a War Game is measured by how well the terrain of the conflict is reproduced and how well the conflicting units are represented, and how well the "rules" reproduce the situation.

The purpose of this philosophical discussion is to lead to the following conclusions:

Play-Balance is *unimportant* in a Historical War

Game. Realism is vastly more important and Play-Ability must be present or the game won't be played (by many people anyway). (One reason Guadalcanal fell on its face was lack of substitute counters — the method used is not "playable"). Of course one does not always like to lose, if ever. The solution is obvious. Every game is a two-game match. You play once from each side of the board. But you say you each win, what does that prove? Well you do it on a point system. For games already incorporating a point score this is easy, for others make up your own. For example: Afrika Korps — You won as Germans on your Nov 1941 1st move. Your opponent won as Germans on his Oct. 1941 1st move — who won the match? Your opponent? Not necessarily. If he was "lucky" and got a supply every time while you only got a statistical number of supplies — you won! What I'm saying is your point system needs to account for each factor important to the game. These factors are (not all are valid for every game): Territorial objectives, destruction of enemy forces, time, luck-balance. A succeeding article will give my point system for those of you who don't care to make one or who would like to debate me on my choices.

In summary I would say that rule changes for "play-balance" (4-5-6) in Stalingrad are unnecessary and even undesirable. However, additional rules or changes which more accurately reflect the historical situation should be included, e.g., The Surprise first move in Stalingrad — no doubling behind rivers. Of course there is always the infamous "Battle Results Table". Have you tried playing Stalingrad with the Bulge table? Very interesting! Note how the whole philosophy of tactics changes in this case. Now which is Historically Real?

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Formations at Jutland

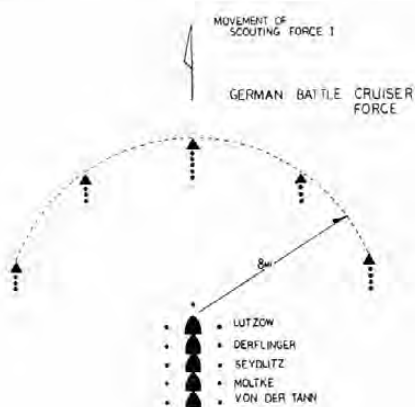
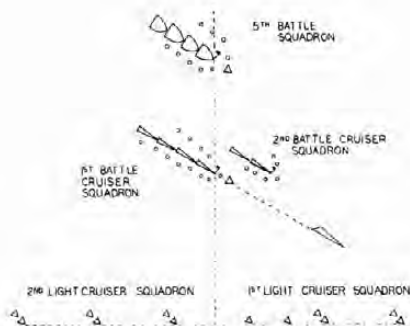
by Don Wolff

Can you visualize the "opposing forces at Jutland"? AH lists the ships present off the Danish coast that May 31st in 1916. However, to list is one thing, to see is another.

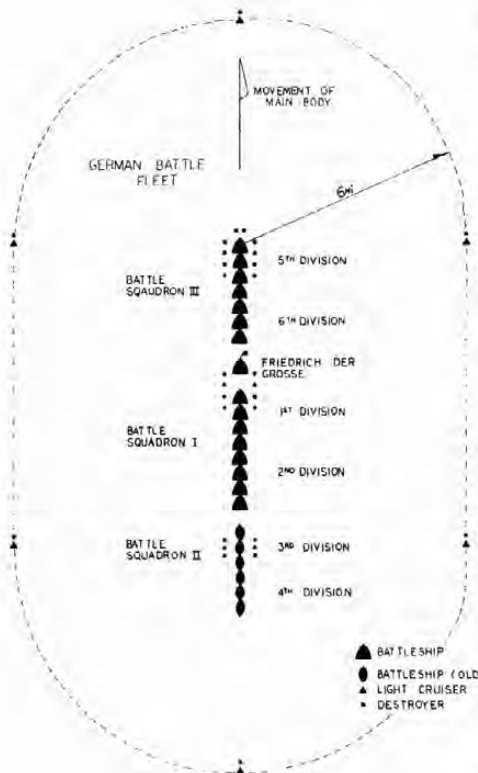
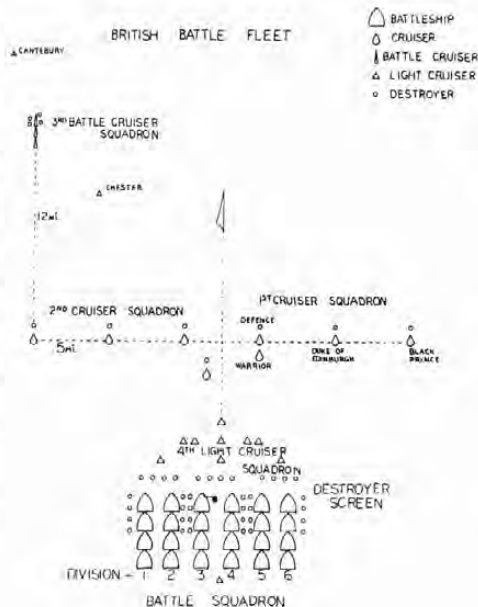
Why should I care if AH doesn't illustrate the fleet formations? To be honest, I, as a land-lubber, don't know one \$&*%#+\$ thing about fleet organization. I figured that the commanders present at Jutland knew what they were doing, which is a vast amount more than I do. So taking a hint from those old sea-dogs of the North Sea, I copied their formational plans. I'm presenting these same plans for those of you who are in the same boat I am when it comes to naval tactics.

As you can see, there are the two basic formations of each fleet, the battle fleet and the battle cruiser fleet. The charts of each fleet's formation is clearly self-explanatory and need little comment. However, if you wish the name of a certain ship just look up the ship's division in the *Jutland Battle Manual*.

BRITISH BATTLE CRUISER FORCE



▲ BATTLE CRUISER
▲ CRUISER
● DESTROYER
● FLAGSHIP

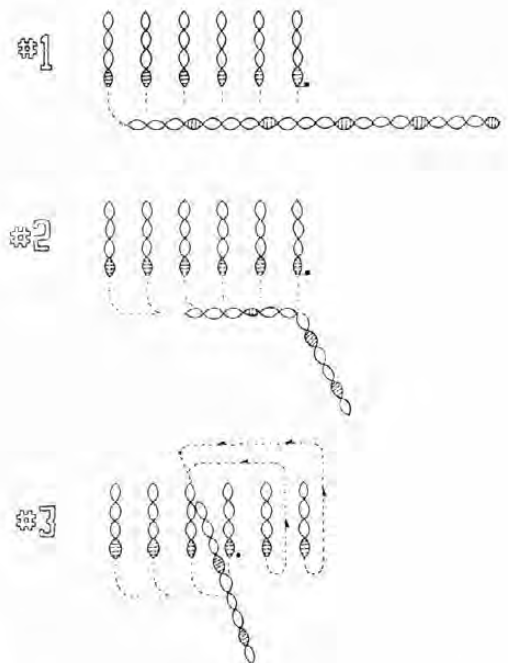


△ BATTLESHIP
○ CRUISER
▲ BATTLE CRUISER
△ LIGHT CRUISER
○ DESTROYER

▲ BATTLESHIP
● BATTLESHIP (OLD)
▲ LIGHT CRUISER
● DESTROYER

I agree that the British Battle Fleet at first looks somewhat bulky, to say the least. Some further research on my part has turned up some applications of this formation as seen in the Grand Fleet Deployment Chart. Deployment No. 1 is used when the enemy fleet is directly ahead and deploys in the same direction. Deployment No. 2 is used when your opponent is about sixty degrees to starboard. Deployment No. 3 is employed under the same conditions as No. 2, but allows your fleet to close some distance on your opponent. In deployment No. 3 your flag ship changes from a corner craft to the lead ship in your third column. Of course the direction and angle of your deployment varies with the entrance of your opponent's fleet. A final note, deployment number two is similar to the one used at Jutland.

GRAND FLEET DEPLOYMENTS



After these few words and many illustrations, I hope someone, out there in warlord land, might have learned something. Till next time . . .

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Dupuy, Trebor Nevitt
?????

No company name, city, or date is due to the fact that the book in question is now out of my reach, physically. In other words, I can not go to the place I once got it from.

The Strategy of Defense

by E. D. Henderson

A newcomer to the group of erudite contributors, E.D. Henderson has all the background — and then some — one could ask for in relating to wargaming. He was recently released from the U.S. Marines. Henderson served three years in the infantry, spending one regular tour and one volunteer tour in Vietnam. During his 19-month sojourn, with the 2nd battalion of the 26th Marines, Henderson participated in 20 combat missions including the siege of Khe Sanh. He holds two Presidential Unit Citations awarded to his unit for valor. Henderson returns to college in the Fall to study for a degree in Journalism at California State in Fullerton. Upon graduation he hopes to return to the Corps as an officer and make a career out of the service.

For the those wargamers who constantly play opponents with a hell-for-leather style I offer this strategy of defense.

Now defense is not a dirty word. Although wars and battles are not won outright by defense the conditions for victory are often the product of a well executed plan of defensive operations. Anyone who disputes this should read "The Campaigns of Napoleon."

Whenever considering a defensive posture two things must be kept in mind. First: the defensive is assumed until conditions are ripe for taking the offensive. Second: "He who would defend everything will defend nothing" (Frederick the Great). In essence these two principles are the reason and method of our plan. Reason: we only fight on the defensive so that we can regain the offensive with a better chance at victory than we had initially. Method: since our forces are the same and we are fighting on interior lines we can concentrate on one or two major areas and forget others.

Tactics II (Red) offers a fairly simple problem in general defensive action. The terrain and road net almost spells out how a defender should group his forces. The only other consideration is how the opposition disposes of his units in the first turn.

Initially our defense can be based on these points:

1. The FEBA (Forward Edge of the Battle Area) should rest along river line 26. Our center of resistance should be at the two sets of bridges (28-26, 27-26 and in C19-27). Linking units between these two positions should do until we know our opponent's intentions.

2. Road blocks should be put up at 10-27 and 42-26 with the latter supported by a Mountain Division. HQ elements can be employed for these blocks.

3. City garrisons in C43-16 and C3-28 are essential.

4. Garrisons on Northwest Island to protect against Inchon-type landings are likewise essential.

5. Our armor reserve should be posted at the road junctions around 18-15 and guards up against raids on the bridges leading south and east.

6. Our mobile reserve (i.e. Amphibious and Airborne units) should be posted where their peculiar specialties can be employed to best

result. In the case of the Amphibious outfits at some port (although not in the active defense of that port) and in the case of the paratroops completely removed from any possible enemy objective.

Now we can await developments. There are, however, some rules of defensive combat which we should go over.

1. Fight defensively. The attacker must attain an advantage of at least 3 to 1 for a good chance of success and HQ elements have no weight in offensive combat.

2. When a counterattack is imperative attack with all available force. "One battalion sometimes decides the issue of the day," Napoleon.

3. Do not allow your armor or mobile reserve to become engaged in and of themselves. They are to seal local enemy breakthroughs and are not a main battle force.

Following these rules we can now play a defensive game.

The enemy must be careful in any offensive thrust. We can fall back along two lines of communications (running to Northwest Island

and C43-16) if he breaks through our FEBA thus bidding him to become deeper and deeper involved in our territory. When the situation is ripe we can then launch a counterattack from our dual position in the classical Napoleonic tradition *le manoeuvres sur les derrieres*.

Of greater danger is a combination amphibious-airborne operation launched against one of our flank anchors (C2-28 and C43-16). These are both ports and can therefore be expanded from mere beachheads into thriving enclaves complete with regular infantry and armor formations. The only answer to such a move is to move against any such landing as quickly as possible. In a fight with specialized units the emphasis should be on their elimination not their withdrawal. With the mobile formations of our opponent removed or greatly reduced we can sit quietly along the river 26.

The greatest question regarding a defensive plan is when to abandon it. Considerations of remaining enemy strength, weather, own strength, replacement situation, etc. will color any answer. The best reply is simply "are we now in a better position in our chances of success than at the outset?"

If the answer to this is Yes! then "Achtung Panzers!"

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LaMirado, Cal. 90638

Defense of Festung Europa

by Louis Menyhert

"He who defends everything defends nothing."

This is true in modern warfare and applies more to D-Day than to any other game I know of. The German player must defeat the Allies on the beaches but at the same time defend seven invasion areas. Of course the only way to defeat the Allies on the beaches and still defend seven areas is to leave certain portions of areas undefended. The South of France need only be defended by the 2nd SS Panzer division or any other similar panzer division at Sete. This will prevent the Allies from advancing into the Rhone Valley and along the Bay of Biscay and then spreading out into France. This leaves the rest of the coast of the South of France undefended. So what? Because of Allied supply lines the Allied player can only reach Nevers or Besancon and these are of no importance to the Allies or the Germans. So any Allied invasion in the South of France is doomed before it starts. The best the Allies can get at Sete is a one to one and they must use a Parachute division which they will need later. Odds favor the defender in the battle and even if they break through, defenses at TT 40 will delay the Allies for weeks. Even should these fall he must clear all German units away from Bordeaux before he can start an advance and this will take many weeks and cost him more than he can afford. With a little luck the Allies can be bled white before the 16th week. He may not even capture Bordeaux. The other area that can be left undefended is the Cotentin Peninsula in Normandy. There is no reason to have valuable

units defend this region and any invasion here can be bottled up without much trouble or effort and at small cost.

Because of the nature of the German Army, the German player will find it best to use a flexible defence. This flexible defence is basically a static but with enough units to counter attack and hurl the foe back into the sea. This type of flexible static defence has the best chance of defeating the Allies on the beaches. While the German Army has some strong and fast panzer and infantry units the bulk of their army is made up of slow horse-drawn Static divisions. Because of this the German player should build his strategy around these slow moving divisions.

Because the Germans must prevent the Allies from getting ashore at all costs their strategy must be an all or nothing plan. The flexible static defence on the beaches offers the best chance of stopping the enemy and preventing him from ever reaching shore. Even if the Germans are forced to abandon the beaches to the Allies there are still many rivers which offer easy lines of defence. While a mobile defence may have its merits it simply will not stop the Allies from getting ashore and that means half the battle is already lost. It may delay the Allies and even inflict heavier losses but the Allied player can accept these losses while the German player can't. The Germans can't replace their losses till later in the game while the Allies can count on a steady flow of replacements. If the Germans are to win these Allied units must never be allowed to come

ashore. A mobile defence also makes it easier for the Allies to get ashore since the beach defence must be weakened because the best units in the German Army are behind the beaches as a reserve.

While the German player should use a static defence this does not mean that he should fall into certain traps. He shouldn't have massive panzer reserves sitting inland where they will do no good and may not reach the invasion area for vital weeks. He shouldn't make a massive wall of static divisions from the North Sea to the Le Havre area. While this may look impressive to some players it is merely a sham, a fake. Experienced, aggressive Allied players will not be fooled by this "show of strength." This type of defence will break wide open should a few units succeed in getting ashore because the surviving Static Divisions will be unable to counter attack and will be forced to go on the defensive. This is something the German player can't afford for once he goes on the defensive he will always remain on the defensive. The German player must maintain the power to launch attacks against the enemy at all times. This doesn't mean one to one's all along the front but rather selected attacks that will force the Allied player on the defensive and cost him time and units.

In fighting along the beachhead the Germans should not hesitate to attack at 2 to 1 or even 1 to 1. This is risky but remember the Allies got ashore in a 1 to 1 attack and the odds favor the attacker since even an exchange is good for the Germans if it means that the Allies are denied a port and more units are eliminated. When possible the Germans should use 3 to 1 attacks and let the Allies attack at unfavorable odds, however, this is not always possible and sometimes you must resort to 2 to 1 and 1 to 1 attacks to throw the Allies back into the sea. The quicker the first invasion is smashed the closer you are to victory. You should resort to 2 to 1's only in case of an important battle and 1 to 1 in soak off's and when you are in dire straits. 1 to 2 attacks are very good for soak off's as you have a one third chance of victory and you have a very small chance of losing. Remember in beachhead fighting the Germans have the advantage because they can prevent Allied reinforcements from reaching the beaches and they can force the Allies to counter attack at bad odds. With these tactics you can cause a collapse of the Allied invasion and force an evacuation.

The German player should use the flexible static defence because it will enable him to reinforce threatened areas quickly and at the same time not expose new areas to enemy attack. It should enable the German player to launch counter attacks against any enemy beachheads should the Allies get ashore. If the first invasion fails the Germans have an excellent chance of winning the game because the entire German army, minus a few units to defend coastal areas against parachute divisions, will be free to deal with the Allies. This will delay the Allies so badly that they couldn't possibly cross the Meuse by the 46th week yet along the Rhine. All this time the Germans would be getting replacements.

In a flexible defence against the Allies, panzer divisions should be on the coast defending against the invasion. Once the Allies have landed these Panzer divisions can be sent to the threatened area and be used as a counter attack force and/or as an defensive force. Whenever possible panzer

units should be concentrated. The Germans must take advantage of the three high stacking rule which is the chief German advantage over the Allies. This rule enables the Germans to have panzer corps that are about 50% more effective than an Allied Armored corps. This is a huge advantage and must be used if the Germans are to win. Whenever strong panzer forces are available attacks will succeed in throwing the Allies back into the sea.

Remember that as long as the Germans have the offensive the game is going well and there is little to worry about.

Vital to the flexible defense concept and all other D-Day defences are parachute defences. These should protect German units manning coastal defences from attack from the rear. One of the chief advantages the Allies have over the Germans is their airborne divisions. These units are a great threat to the Germans as they can be dropped behind the German lines, block retreat routes and can be used to invade invasions areas from the air. Whenever the Germans have the chance these units should be eliminated for once destroyed they can't drop again (assuming they haven't already dropped twice). Doubled areas such as towns and cities must be well protected against parachute attacks. The reason for this is that the loss of such positions forces the Germans to counter attack at bad odds or a withdrawal. Cities such as St. Lo and Amsterdam are good examples of this. The fall of these cities will cut off retreat routes of coastal units and help to block counter attacks. Strong infantry units and HQ units should be used to screen the coastal units from attack. These covering units also serve another purpose, they provide additional units for counter attacks against enemy beachheads and breakthroughs. Usually about 4 divisions will be needed to defend against parachute divisions, the less needed the better because they can be better used in coastal defense.

The German panzer reserves are very important to the game and have often changed the course of many a game. The best place for them is in Northwestern Germany. Here they can quickly reinforce the North Sea area in case of an invasion there. They can also prevent an Allied dash across the dike into Holland and Germany. If placed in the Ruhr or Southern Germany areas these panzer units will arrive too late to stop or hold an Allied breakout of the North Sea. Also if placed in the Southern Germany area they do absolutely no good. What will they be used against? Another mistake that should not be made is splitting up of this powerful force into two or three groups for this makes it less effective and will not have the same power as the original. The German player should adhere to this slogan: "In mass not dribblets." This will yield large benefits in the long run and help to create another Dunkirk should the Allies attempt a landing in the North Sea.

If the Allies make a successful landing in a northern invasion area the prudent German commander will order a general withdrawal and fight a delaying action rather than wait and see what happens and wind up in a bag. The German commander should take advantage of all terrain features that will delay the Allies. River lines should be defended as long as possible and the Seine should become a major defensive line. Here the Germans should attempt to hold on for at least 3-5 weeks and at the same time gain time

for the escape of the static divisions and a build up of the Seine at all points. If handled well the German Army can make any Allied invasion a quick trip to POW camps. I have used this plan many times and have never lost with it. It has won me some games against excellent Allied commanders. Try it and see. I have included the German set up starting from the North Sea to the South of France.

1 5-5-4 D-5	1 0-1-4 Argentan
2 3-3-4 D-5	1 0-1-4 St Lo
1 2-2-4 C-4	1 1-1-3 St Lo
1 6-6-4 C-5	1 1-2-2 Caen
2 5-5-4 C-5	1 4-4-3 Caen
1 1-2-2 D-10	1 4-4-3 Bayeux
1 3-3-3 Amsterdam	1 7-7-4 Carentan
1 0-1-4 Rotterdam	1 3-4-3 Avranches
1 5-5-4 F-13	1 1-2-2 St Malo
1 5-5-4 G-14	1 4-4-4 W-39
3 1-2-2 H-15	1 3-4-3 V-39
3 1-2-2 I-16	1 1-2-2 V-39
3 1-2-2 J-17	1 3-4-3 V-40
1 7-7-4 Ostend	1 4-4-3 U-40
3 1-2-2 L-21	1 1-2-2 U-40
1 1-2-2 Dunkirk	1 5-5-3 U-41
1 1-2-2 Calais	1 3-4-3 U-42
1 1-2-2 Boulogne	1 1-2-2 U-42
1 1-2-2 O-25	1 1-2-2 Brest
1 3-4-3 O-25	1 1-2-2 Lorient
1 1-2-2 P-26	1 0-1-4 W-42
1 3-4-3 P-26	1 1-2-2 St Nazaire
2 1-2-2 Dieppe	1 4-4-4 Nantes
1 1-2-2 Q-28	1 4-4-4 La Rochelle
1 4-4-3 Q-28	1 1-2-2 La Rochelle
1 4-4-3 R-29	1 6-6-4 HH-42
2 1-2-2 Le Havre	1 4-4-4 II-42
1 0-1-4 Lille	1 1-2-2 II-42
1 0-1-4 O-24	1 6-6-4 Sete
1 0-1-4 Ameins	
1 4-4-3 S-29	

This set up leaves the German player with strong reserves, well protected coastal forces and 6 out of 7 invasion areas where the Allies will not be able to land successfully! This set up also provides for a possible Allied landing in any area of the board. Because of the location of panzer divisions any invasion can quickly be bottled up and defeated. Also, because there is a good balance between static divisions and other divisions, you can counter attack the Allies on the beaches where he is the easiest to defeat.

The only things that I can add are: REMEMBER:

- 1) Attack at 3 to 1 whenever possible
- 2) Do not hesitate to attack at 2 to 1 or 1 to 1 if it means defeating an invasion, the loss of a few divisions is not the end of a game for the Germans.
- 3) Enemy units that take fortresses or islands should be bottled up with weak units.
- 4) Never leave a weak unit adjacent to a city.
- 5) Eliminate the Allies parachute divisions whenever possible
- 6) Take advantage of Allied supply limitations
- 7) Should the Allies get ashore the Seine should become a major defensive line

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the Summer That Was...

(Continued from Page 2)

the really big conventions sponsored by the latter two organizations.

Wargaming on the west coast has become synonymous with Spartan Wargamers, a California group growing by leaps and bounds. In fact it has recently been incorporated under the name "Russell Powell, Inc." and boasts over 200 dues paying members not to mention hundreds of others who partake of their many functions.

Their convention was attended by one of our west coast salesmen Ted Hurwood whose photos make up portions of the graphic material reproduced on the cover and inside spread. Mr. Hurwood, of Jack Jackson Sales, has represented Avalon Hill since 1964 calling on west coast toy and hobby dealers. The tremendous growth in sales of AH products on the west coast is indicative of his untiring efforts in spreading the AH gospel. His attendance at the Spartan convention re-affirmed his faith in Avalon Hill and the customers who play the games.

Other photos appearing here are those of the indefatigable Phil Pritchard, who has his fingers in many pies. He doubles as Public Relations man for Russell Powell, Inc. and takes a very active roll in the publication of many IFW newsletters.

"Sparta is currently composed of two distinct parts: Sparta itself and the League," Pritchard relates. "The League is self-governing and clubs joining this league merely pay a tax for the services they will receive from the league. Sparta is completely separate; it is highly personal where personnel is assigned to new members to coordinate the overall activities." A ranking system serves as a guideline toward the amount of work each member accomplishes for the greater good of the organization. Russell Powell, Inc. acts as a holding company much in the manner that many charitable organizations look up to the centralized authority for advice on business and financial matters.

While it is our belief that Sparta is somewhat over-organized they have demonstrated a tremendous amount of zeal in fostering the wargame cult. Their house organ is the SNCL Monthly dealing mainly with internal affairs and events.



Photos courtesy Ted Hurwood.



Truly, it was a beautiful summer.

Phil Pritchard, Len Lakofka

The Automatic Victory

by Steven List

In his article "Smash the Enemy and Keep Rolling" (Sept '69) Gary Gyax attempted to correct some of the defects found in current rules on automatic victory. After analyzing the problem, however, he introduces some corrections which are in some respects worse than the originals. Herein are my own analysis and what I hope are better corrections.

The AH criterion for automatic victory has always been that the defending unit is attacked by such a force that it will be destroyed by any die roll. While thus engaged, it is unable to hinder the passage of more hostile troops, which will themselves disregard the carnage they witness in passing. But what, in practice, does this imply?

The 43rd Footsloggers are crouched in their trenches, tense with anticipation. Across no man's land is a crack assault force composed of the Dirty Dozen, the Gruesome Gross, and the Chicago Police Force. Behind them waits the 1st Exploitation Division on their motorized skateboards. Flares light the sky! ATTACK! The assault force rushes in, and at least seven men grab every member of the 43rd and hold them immobile while the 1st Ex zips through. The 43rd is then carried bodily away and dumped into a long blue cardboard box which serves as a POW stockade. Sound familiar? Sound reasonable?

In general, whenever an engagement involved head to head slugging, both winner and loser took heavy casualties. Certainly there would be little chance for other troops to move unopposed across the battlefield. But when the correct tactics were employed, as in the German 1918 offensive and the classic blitzkrieg, destruction of the enemy is accomplished not by bashing him at the front line, but by penetrating through his position to his rear and bringing about disruption, disintegration, and defeat in detail. On the gross scale of most AH games, however, this is indistinguishable from the "bash 'em" approach in terms of movement on the board.

From here there are two courses of action: one can create a number of CRTs and cross-list according to what types of troops are involved to see when an AV situation could occur, or one can sweep it under the rug by saying a certain force ratio (does 7:1 or 3:1 surrounded sound familiar?) is necessary to saturate the defence and make penetration possible. This latter course is obviously the simpler, though the rationalization for it is a bit questionable.

Thus we arrive, in appearance, if not spirit, at the old AH method. But this does not allow the units which create the AV situation to exploit it, which is silly in view of the accomplishments of the panzer divisions. Mr. Gyax points this out, and allows a portion of the troops involved continue on past the battle; he does not allow units not involved to do so. This also contradicts experience. The Germans used motorized infantry divisions in a follow-up role, while the British and French organized armored divisions solely for the role of exploiting holes punched by infantry/tanks. The French went so far as to have two types of armored divisions for these two functions, while the English dithered about with "infantry" and "cruiser" tanks.

I would amend all Automatic Victory rules,

including ANZIO's, to read: AV situations occur whenever a defending unit will be eliminated or forced to retreat into an enemy zone of control by any die roll. All units involved in the attack may move after combat provided they move first into the defender's square and that they satisfy the restrictions listed below. Units not involved in combat on the turn may also move through the square of the defeated unit, subject to further restrictions. The restrictions are: a) determine the fraction of the turn required to move all attacking units into position (i.e., if the slowest attacker to arrive has a BTA of 4 and moves the equivalent of three plain squares, $\frac{3}{4}$ of the turn is required to move all attackers into position); all exploitation is done in the remaining fraction; b) attacking units may move up to $\frac{1}{2}$ their movement factor in addition to the "exploitation time" fraction of their movement factor; they may move through the zones of control of other enemy units which are engaged in battle; c) follow-up units may move to any square adjacent to the defender, as long as they are not in the

zone of control of enemy units not in AV situations, during the first portion of the turn (a full stack of such units may sit on top of a full stack of attackers); during the exploitation phase of the turn, they may move that fraction only of their BTA and they must stop upon entering the zone of control of any enemy unit not in an AV situation. Second and third combat by attackers and followup units is allowed so long as no unit moves more than $1\frac{1}{2}$ times its normal BTA.

Mr. Gyax dips briefly into simultaneous movement by presenting a scheme in which the defender may react to the attacker's moves. However, he inadvertently confers on the defence an advantage which he just took away from the offense. He had pointed out the absurdity of allowing a unit to exploit an AV situation before the unit which would cause it arrives at the battle. Yet he has made it possible to commit reserves on Monday against an attack which won't be launched until Friday by allowing the defender to wait until the attacker is committed everywhere before releasing the reserves. This deprives the attacker of the use of feints and diversions, and makes for a less real game.

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Fire Power, the Fair Fight, the Fuzzy Wuzzy Fallacy

By William J. M. Gilbert

When two opposing forces have identical firepower and the same number of units then this would be called a "Fair-fight" — who wins it is one of those imponderables of warfare... and the genius of the commanding general... you... plays a large part.

In this first example of a fair-fight we have assumed firepower (FP) equals 1, i.e. in each volley or unit of time each soldier fires once. We have also assumed a KR (Kill Ratio) of 10%, i.e., 10% of each volley disables an enemy unit. A fight is a fair-fight only if after each volley the ratio of troops on the field remains constant. The entries in the table below represent survivors after each volley.

I.	BLUE	RED	B/R
Start	1000	1000	1/1
No.1	900	900	1/1
No.2	810	810	1/1

Clearly this fight is a fair one!

If the concept of the fair-fight is valid we would expect that if Blue had more troops the ratio would quickly change to Blue's favor; as, indeed, is shown in the table below:

II.	BLUE	RED	B/R
Start	2000	1000	2.0/1
No.1	1900	800	2.4/1
No.2	1820	610	3.0/1

If Blue's firepower is doubled we would expect a similar unfairness of fight if the troops involved are the same on both sides. In example III at the start

1000 Blue troops can fire 2000 shots and thus inflict 200 casualties (10% of 2000 = 200)

III.	BLUE	RED	B/R
Start	1000	1000	1.0/1
No.1	900	800	1.1/1
No.2	820	620	1.3/1

The problem becomes more complicated when we consider the Fuzzy-Wuzzy Fallacy. Assume that the Fuzzy-Wuzzy FP = 1 (i.e. one shot per man per volley or unit of time) and the British FP = 16 (16 shots per man per volley). Further assume that the KR = 5% for both sides.

Pose yourself this problem and answer quickly. If the Fuzzy-Wuzzy has 16,000 troops on the field how many should the British have to make this a fair-fight? The usual quick answer is 1,000 or 1/16 of the Fuzzy-Wuzzy... after all the British *do* have 16 times the firepower hence it would appear that they need only 1/16 of the men. This is not true! (If the KR = 5% table IV will quickly demonstrate the fact. (Recall that 1,000 British troops can fire 16,000 shots in the first volley and with a KR = 5% they will inflict 800 casualties!)

IV.	B	F-W	F-W/b
Start	1,000	16,000	16/1
No.1	200	15,200	76/1

and on the next volley the British are wiped out!

Why were we wrong? The trouble is that even though the British soldier has highly superior firepower whenever he is killed 16 units of FP go with him and only 1 unit per each dead Fuzzy Wuzzy. The actual fair-fight quantity needed for the British is 4,000:

V.	B	F-W	F-w/b
Start	4,000	16,000	4/1
No.1	3,200	12,800	4/1
No.2	2,560	10,240	4/1

I leave it to your imagination as to what the formula is for determining the fair-fight numbers if

the firepowers differ. As a hint if British FP = 9 and the Fuzzy Wuzzy has 3,000 troops the British will need 1,000 for a fair-fight.

I have also not discussed unequal Kill Ratio's and you can work that formula out too with this hint: If British FP = 8, British KR = 10% Fuzzy-Wuzzy FP = 1 and Fuzzy-Wuzzy KR = 5% 250 British vs. 1,000 Fuzzy Wuzzies is a fair-fight.

How all this may apply to A.H. game may seem obscure but it *does* apply and may be important for you to know. As an example, suppose you have 20 units whose average combat factor is 4, (i.e. FP = 4). If the average combat factor of your opponent is 8, as long as he has 14 or fewer units then the fight is not fair . . . and furthermore it is not fair in your favor! On the face of it this seems absurd since he has 112 combat factors to your 80 but you *do* have an edge. The proof is left to you, but take as an example the situation where your

opponent has only 10 units of average combat factor 8; this will not only not be a fair-fight it is virtually a wipe-out even though you both have 80 combat factors! See what happens in the table below with a KR of 5%:

VI. BLUE (avg 4)	RED (avg 8)	B/r
Start 20	10	2/1
No.1 16	6	2.7/1
No.2 14	0!	?

The basic principle to remember is that even though the forces opposing you have greater combined combat factors it may *still* be a fair-fight or even in your favor . . . just apply the formula and see!

For those who wish to pursue the matter further I welcome correspondence.

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An effective summer strategy is seen in diagram III. Blue is constantly swinging his hitting force from flank to flank. This forces the defender to deploy his troops *evenly* across the front and lets attacker choose the targets instead of the defender.



The most abused sound military technique (on the behalf of AH wargamers) is the reserve. In case IV Blue is hitting left, holding right, and maintaining reserves in the center. It would appear that the one weakness of the board-game concept is that the use of reserves is an inefficiency as Blue is not applying his entire army towards inflicting casualties . . . the threat of concealed troops playing no part whatsoever. But this is not so . . . especially in those cases where the flanks have communication problems with each other but not with the center. Blue's uncommitted forces in the center will make Red defend *evenly* even though the attack is basically a type I assault. Here there is the *threat* of a sudden swing to the right, and while the center group is not precisely holding it is supporting the holding troops on the far right . . . which then can be much weaker.

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Hit and Hold

By Naomi Gilbert

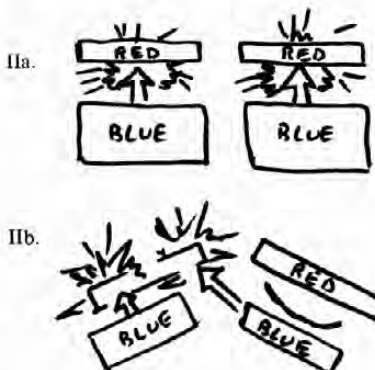
I am constantly amazed at the number of wargamers who think that their "natural" talent overrides the need for study . . . a mistake not made in chess, bridge, or Go. So let us return to our Clausewitz, starting with the concept of Hit and Hold.

The basic principle of Hit and Hold is to *HIT* a small fraction of your opponent's forces with the bulk of your own while *HOLDING* the remainder of his army in check with relatively small units. The "Soak-Off" is a baby example of precisely this technique . . . but AH does all the work and the concept needs expansion to the strategical level.



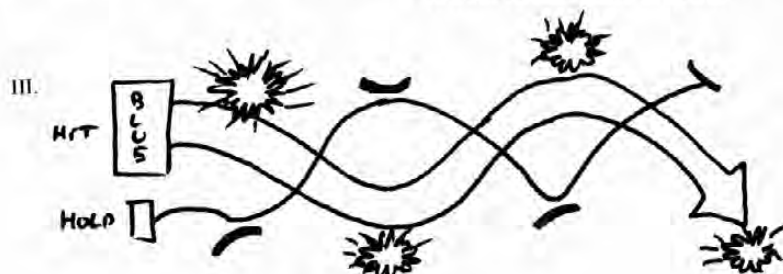
In this first example Blue applies the major part of his own forces to Red's right flank while holding his own right with cooks and bottle-washers. During the ensuing battle the Red right flank will be so hopelessly outnumbered that it will suffer heavy casualties. Blue's right should be secured with sufficient strength so as to be able to withstand at least one assault without support. A good rule of thumb is to screen in such a manner that Red cannot get 3-1 against any position. Recall, that in a game like S-Grad Russians will have to defend with the *same number of units* even if facing only Rumanians! Although it is tempting to attack a large number

of defending units it is rarely as profitable an enterprise from a mathematical point of view as a HIT and HOLD operation.



The defensive answer, at least in S-Grad, is for Red to defend very lightly (2-3-6's) in front of Blue's hitting force and to oppose Blue's holding forces with heavier units . . . actually sort of a reverse Hit-and-Hold. If Blue's holding troops haven't enough strength to attack on their own the campaign ends right here . . . or even if they do, too many exchanges and soak-offs eventually kill Blue's hopes.

An alternative is IIa and IIb. In the first cycle Blue attacks along the whole front. This rarely efficient *but* it forces red to *defend evenly* on the next turn. As long as Blue still has good communications between his flanks he can then concentrate on hitting one flank and holding on the other (IIb). This is an especially good October German move in S-Grad.



The Schlieffen Plan & 1914

by Mark M. Lowenthal

New to the ranks of contributing writers is Mark M. Lowenthal. Having graduated Magna Cum Laude and Phi Beta Kappa from Brooklyn College last June, we can assume that his first contribution to The General is one borne of considerable knowledge in the area of military and diplomatic history. As a matter of fact it is his major as a graduate student at Harvard University.

Scott Bowden, in his article on the Schlieffen Plan (Sept.-Oct., 1969), has tried to analyze both the plan and its application to 1914.

Unfortunately, his analysis misses in certain points. Probably the most important point is that the Schlieffen Plan arose not out of military thought per se, but out of the bankrupt foreign policy that Wilhelm II imposed over the superior Bismarckian one. Further, this is the major point

in any consideration of Schlieffen: it tried to correct and supplant foreign policy and as such imposed itself over that policy, making hostilities inevitable once the Russians mobilized. Thus the Plan incorrectly forced policy instead of being guided by it.

When using the Plan in the game, certain things need be remembered. As the game begins on August 14-15, the French player has a chronological advantage. This date is actually thirteen or fourteen days after the real German mobilization (August 1, 1914). According to the Plan, Liege should have fallen at least twenty-four hours earlier. This has been counterbalanced by the board's geography, allowing Liege to be quickly reduced, although still behind schedule. Furthermore, Namur can be temporarily by-passed in order to begin the attack on France (as von Kluck's First Army did), and later taken at German leisure. Although France can give ground in Belgium, it *must* fight on the economic-border squares, creating a realistic situation. In fact, the French did not make deep penetrations into Belgium, and the first heavy contact occurred on the frontier (August 23, 1914).

Mr. Bowden suggests Maubeuge as the German pivot. This has certain flaws. First, this affords too short a right arm to accomplish his goal. The right flank will be pitifully exposed, causing wasted lateral movement to extend the flank. Second, a Maubeuge pivot offers the French a good opportunity to attack the Germans at an exposed joint. A successful attack on a joint will always cause the two ends to recoil away from one another, offering good exploitation to the attacker, as Napoleon did in Italy in 1796. Players should remember that the French can afford to exploit a break in the German line in either Belgium or on the French border. It is only after France has been penetrated that the Allies can't develop counter-offensive action.

The remedy is to move the pivot down to at least Givet, although the Plan calls for a pivot at Thionville (one square southeast of Longwy). Either of these locales, but more especially Thionville offers rough terrain to protect the pivot and free units for the grand sweep. With proper execution the German should reach the Ghent-Thionville line on August 23, and the St. Quentin-Thionville line on September 1. (Excellent maps are to be found in J.F.C. Fuller, *A Military History of the Western World*, Vol. III, and Esposito, *West Point Atlas of American Wars*, Vol. II.)

To properly execute Schlieffen's plan the German must come around east and south of Paris before falling on the French rear. To do otherwise would cause either a costly head-on attack against the Paris forts, or leave the Paris garrison free to operate against the German rear.

The main flaws in Schlieffen's plan are its presumption on state policy, and its call for rapid movement in an age suspended between Napoleon's cavalry and Hitler's blitzkrieg. In fact, the Plan fell a mere forty-eight hours behind schedule, but left the German armies exhausted and unable to exploit the Marne even had they won, as von Moltke saw when he visited the front on September 11. Mesmerized though he was by Cannae, Schlieffen forgot that while Hannibal won the battle, Rome won the war.

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Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
United Wargamers of America 1300 Bannister Drive Anchorage, Alaska	Larry Cheatham	25
The Spartan Phalanx 4 Westminster Avenue Toronto, Ontario, Canada	James Lewko	4
48th Panzer Corps Saundrie, Marlborough Woods Halifax, Nova Scotia, Canada	Mark Teehan	12
Eddorian Empire 2820 Huntington Avenue Redwood City, California 94063	Alan Lucien	6
The Bengal Lancers 455 Whitfield Street Guilford, Conn. 06437	Bill Roche	6
The Federation RFD 2 Festus, Missouri	Paul Pedersen	12
Great Wargames Society 163 W. Chestnut Street Kingston, New York 12401	Frederick Dunn	15
Nat'l Organ. of Wargamers 19 Royal Rd. Rockville Center, New York 11570	Joseph Proskauer	18
The Kriegspiel Union 79 Essex Court Port Washington, New York 11050	Richard Warnick	5
Lee's Lieutenants 229 Elm Street Slippery Rock, Penn. 16057	Walter Powell	8
The Pittsburgh Federation (Carnegie Gaming & Simulation Club) Box 536 Donner Hall Carnegie Mellon U, Pittsburgh, Pa. 15213	Larry Albert	30

Reader Book Service

The jacket of ADVANCED WAR GAMES, newest of four titles on the subject by Donald F. Featherstone, notes that "As a means of military training, war games have long ago proved their worth, but it is as a form of skillful relaxation that the subject is considered in this book."

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All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name _____

Mailing Address _____

Name of Newsletter or Mag. (if any) _____

Total Membership _____

President's Signature _____

(Check One):

_____ This is a first time registration

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This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue... record your selections where provided on the Contest Entry Blank below.

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The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill merchandise; including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid your order must be accompanied by a minimum of 4 coupons (\$1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please...

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NOV-DEC 1969

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22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 34

The last lap situation in *Le Mans* with the blue spec cards and no optional rules is as shown below. Seven cars in a tight race are ready to enter the last two hairpins on Le Mans. For the purpose of this contest, all cars will chance corners whenever possible. Stocks will be referred to in the order they are listed in conjunction with the chart below. After CTD of Monday, December 15, the Avalon Hill staff will play out the conclusion of the race. Object of this contest is to predict the order in which the cars will finish.

Cars No. 3, 6, 9, and 12 are in 5th gear. Cars No. 1 and 4 are in 4th and No. 2 is in 3rd. Cars No. 1 and 2 have 2 hardbrakings left. Cars No. 6, and 9 have 1 HB left, and cars No. 3 and 4 have no HB's left.

All entries must be postmarked no later than December 14. Ten winners will be named. All entrants must list what they feel are the three best articles of this issue. This selection has no bearing on the contest results but entries not containing this information will be voided.

STOCKS

- | | |
|---------------|-----------------|
| 1. Ampex. | 8. Corvette |
| 2. Chrysler | 9. Motorola |
| 3. Food Fair | 10. Sears |
| 4. Ford | 11. Polaroid |
| 5. Gen. Elec. | 12. Goodrich |
| 6. Goodyear | 13. White Motor |
| 7. I.B.M. | 14. Zenith |

CHANCE TABLE

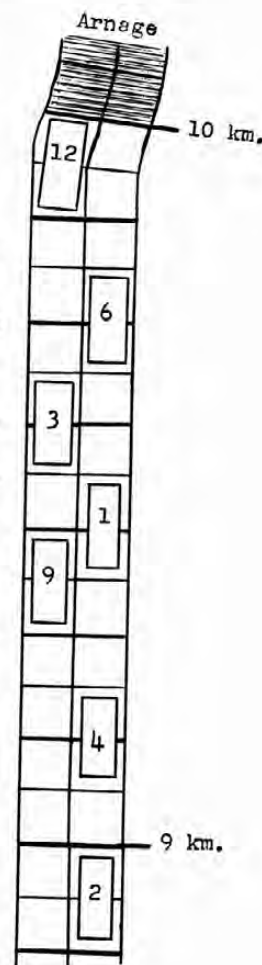
Last digit of sales-in-hundreds:

0	Safe
1	Spin Out
2	Pit Stop
3	Safe
4	Smash Up
5	Spin Out
6	Pit Stop
7	Safe
8	Smash Up
9	Spin Out

(Same table to be used for last sharp if need be.)

ENTRY FORM

Car	Position
Elan	
BRM	
Corvette	
Ford GT	
Porsche	
Cobra GT	
Ferrari	



Headlines of 3 Best Articles:

Name _____

Address _____

City _____ State _____

Letters — Yes, We Get Letters

Dear Mr. Ashby:

I must take odds with you concerning the statements made in your reputation of Mr. Grossbaum's article. You asked who would want to align themselves under the titles of such organizations as the S.O.S. and the Maps? The answer is simple, the same people who could identify with such a vile and infamous association as Hitler's SS. It is utterly disgraceful that so many people of today can close their eyes and revel in the filth produced by these "elite" units. All they stood for is so contrary to the very soul and essence of our great country.

Mr. Ashby would have us believe that the Waffen SS was only a highly trained combat unit. He states that the black uniforms and death's head insignia are highly exciting. I would wish to know just how exciting the Jews at Babi Yar found the Waffen SS special commandos. Was the Waffen SS able to deal successfully with the poorly armed, half-starved Jews in the Warsaw Ghetto? This I must ask myself before daring to call this collection of psychotics a combat outfit.

If the tone of this letter is too harsh, I apologize. If the questions I ask are too embarrassing, I am sorry, but I can no longer tolerate these mis-guided individuals who would sink to the degradation of identifying with an ideal that is so alien to every standard of common decency. It is my most fervent wish that no shadow such as the facism and atrocity of Hitler's SS shall ever again fall over the world.

A. G. Wilcox
2606 Garrett Way
Rancho Cordova, Calif. 95670

To the Editor:

The reason for the proliferation of "neo-Nazi" wargame clubs can be traced directly to the pro-Nazi bias built into AH games and the "florification" of the Nazis by AH staffers.

For example, let's take the imbecilic "Rommel" factor in AK. Granted that Rommel was a great general, (possibly the greatest in WWII), although I will reserve judgement on that), he was no superman and his mere presence could not possibly affect the low fuel reserves and horrible maintenance program of the Italian Army in Libya, (the main reason why Italian forces were so slow).

BISMARCK is another horrible example. Any reasonably competent player who loses a game under the original rules as the German can only blame bad luck or a series of idiotic decisions. Again, the *Bismarck* was the best fighting ship in the Atlantic at the time but certainly not invulnerable. Consider the fact that the British ships (most of them) had search and fire-control radar far superior to the German but the rules of the game give the German the advantage in night-fighting! Also, no ship in history has ever survived more than four torpedo hits, but good old super ship *Bismarck* can take nine without sinking, or even being slowed down! To get even more ridiculous, let's take *Bismarck*, surrounded by six British battleships pouring in shells from pointblank range. With all firepower gone and having sustained five torpedo hits which has left about 40% of her hull intact, it's curtains for the German, right? Wrong! Good old super ship just rolls the die, gets a "6" and steams through the British line at full speed, sails into port, (presenting the shipyard with 45,000 tons of scrap steel) and wins the game! If this is realism, give me vanilla.

Even in 1969, the trend continues with the excessive strength factors assigned to German units in Anzio.

Despite the cold facts, of course, there will still be those who persist in glorifying the Nazi superiority myth. The teenagers, who do so out of ignorance of the realities, I can forgive. These over 30, especially the "experts" on the AH staff, should examine their consciences as well as rechecking the data.

Capt. Richard D. Thurston
Route 2, Box 2643-5
Spanaway, Wash. 98387

Dear Sirs:

I am writing in regard to the letter in the last issue which enlightened us about the Waffen SS. It should be comforting to know that everything had been done by the Allgemeine SS, leaving a spotless record for the Waffen SS troopers. But this, I am afraid, is just not so. The youngster from California who wrote the letter either did not know about some of the more unsavory exploits of the Waffen SS or did not want to admit them. To say that there was no connection between the two branches of the SS is open to serious dispute also. For example, the SS Totenkopf division, one of the most elite Waffen SS divisions, was formed from three regiments of SS concentration camp guards. The commander of this division — Theodor Eicke, the commander of the Pre-war Nazi concentration camp system. Fourteen other regiments of Totenkopf SS were placed in German occupied Europe or Russia to engage in "special police tasks." Several of these regiments were later incorporated into front-line SS formations. There was the large scale rotation of personnel between the concentration camps and SS divisions, fit men going to the front, disabled veterans taking their places.

The most damaging evidence is found in the records of the SS divisions themselves, many of them the most elite. The Massacre at Malmedy conducted by the 1SS Pz is perhaps the most widely publicized even though it was minor compared with others. There was the Le Paradis massacre of British prisoners by the Totenkopf division in 1940. Two weeks into the invasion of Russia the 5SS Wiking division murdered 600 Galician Jews "as a reprisal for Soviet cruelties." In reprisal for the murder of six SS men by the NKVD, the 1SS Leibstandarte division shot all prisoners taken during a three day period. According to SS records, over 4,000 perished. At Nuremberg, the Yugoslav delegation presented irrefutable evidence to prove that the SS officer and led 7SS Prince Eugen division was guilty of destroying several villages and massacring the inhabitants as well as torturing and killing captured partisans. In 1944 the 16SS Reichsführer division, recuperating behind the lines, participated in a reprisal operation in which 2700 Italian civilians were liquidated. On its way to Normandy the 2SS division destroyed the village of Oradour-sur-Glane and killed all 642 inhabitants including 207 children.

For all the above examples, of which there are many more, I am indebted to George Stein's book *The Waffen SS 1939-1945: Hitler's Elite Guard at War*.

Those are the Truppen we admire. A word of advice — before going all-out in admiration for the SS, find out something about them. The fanaticism and blind obedience to orders which made them such feared opponents on the battlefield had its darker side too, for these same qualities made them just as willing to kill elsewhere. Admire them as fighters, cherish them as some of the most powerful units there are in the wargames, but do so with the knowledge that had you been opposing them or trying to escape from them in World War Two that your opinion of them would not be nearly so laudatory.

Anthony G. Curtis
2320 Crestmont Avenue
Charlottesville, Virginia 22903

Geoff Burkman's first review of articles in a previous issue met with such controversial enthusiasm, pro and con, that we thought we'd give you a repeat. Here he is, folks, our Resident-Reviewer-at-Large...

Dear Sirs:

This is getting to be a habit, and that's not good, because I only write to comment on a bad issue of the General, not a good one. Tim Fox may not like it, but it'll happen every time you guys come out with another bomb.

I have now seen so many Blitzkrieg articles it's disgusting. However, I'm sure the end is not in sight. What I'm waiting for are rules for incorporating concentration camps, poison gas bombs, and alien invasion from outer space. Come on, you guys, let's get with it!

The article on invasion for Anzio was useless, as it had nothing to say. The Allied commander is very naive if he plans his initial assault with emphasis upon available port facilities. Certainly, he must pick an area where he can reinforce the beaches fairly easily, but this is only one of many details he must keep in mind. He must judge the ability of the German to destroy or bottle-up his invasion. He must weigh the assets of the Italian Army he will probably receive against the North Italy reaction troops that will be freed. And just as important, he must see just what the invasion will do for him strategically. For example, an invasion on the Termoli coastal regions is far preferable to one at Salerno. It is very easy to defend, has more than enough ports for the first portion of your campaign, and, with a little commando action, will enable the Allied player to outflank the Casino line on the first few turns! The airbase of Foggia falls on the second turn (or third) and Naples is soon to follow. One must admit that this beats fighting for the Volturno River!

That "patchwork WWII" article was even worse. Asides from the fact that whole premise of the article was rather ludicrous, many of the authors' "results" of German victory were not true portrayals of what would have happened. I will illustrate my point with the Battle of Britain section. First, the RAF no more destroyed the invasion fleet than Stalin was a Nazi. Where did the authors ever read that? Secondly, if the Germans had won the air war over England, there simply wouldn't have been any D-Day, at least not in France. Britain would have been occupied and the Allies (that is, the U.S.) would have had to stage its invasion fleet from New York Harbor. The rest of the article was similarly mishandled.

Valencourt's article was half-way decent. However, he forgot to mention a minor problem. To get the realism he wants from this system, the player will simply have to make "hexed hex" for every square on the board, a prodigious task indeed! And if he lets all forest squares be the same, all rough terrain identical, well, then; he's gone and defeated his original purpose.

Jutant-1914? was much like the Armageddon article, but done well instead of poorly. The author did not make any fantastic assumptions of historical probability, but rather made an honest attempt to equate the two games together, which can be done much more easily since they were fought on different media, land and sea.

I have nothing to say about the S-Grad article except: Mr. Seabright, I'll play you by mail any time, and I guarantee that you'll lose.

The Barbarossa article was as good as it could get, considering that there isn't anything left to say about S-Grad that's original. However, at least there was no plagiarism!

The Midway article was good. I'm glad AH finally got around to printing somebody's article trying to incorporate the invasion transports into the game.

Steve Grimmert's Gettysburg piece had two fine ideas, partial elimination and artillery range and ammo supply, but did not apply them well. The way it stands now, his Gettysburg games will degenerate into artillery duels, not the infantry engagement that it primarily was.

Gary Cygax's article was fine. One thing though, Gary, each extra step lost in a crunch battle equals two movement factors, not squares. That does make a difference.

I'm afraid that when Norman Beveridge made his first observations of Anzio, his glasses got fogged a bit. I refer him to the second paragraph of this letter.

Home Before the Leaves Fall and German Defense of Normandy were the best articles of the issue. Both were extremely well written and thought out. I voted for them on that basis alone. Keep this type of article going!

The issue's Question Box was also well written. Seriously, I hope that AH will make a more determined effort in future issues to maintain quality in the articles, instead of printing every hare-brained scheme that comes in the mail.

Geoff K. Burkman
Box 12862, 3 Cmbt Spt Gp
Terrace Park, Ohio 45174

Dear Sirs:

If you'd like to know why *Guadalcanal* is bombing (Vol. 6, No. 3) do the following. Take out the counters for *Guadalcanal* and compare them with those from *Blitzkrieg*. Who wins? Take out the board and also compare it with one from *Blitzkrieg*. Which is more appealing to the eye? Which is larger? Now take the instruction booklet from *Guadalcanal* and read them through. Are there any disturbing rules? Any rules that would cause suspicion among players?

Now compare *Guadalcanal* with *Afrika Korps*. Now compare the prices.

If you still don't understand what I'm getting at, I will tell you. First, materially, *Guadalcanal* compares more with *AK* than *Blitzkrieg*, and yet is the same price as *Krieg*. Second, the artwork on the board is sickeningly disturbing to the eye. Third, the road movement rule is a shocking change from the other AH games. Fourth, two rules, the casualty check list and the hidden movement, will cause great uncertainty among players, especially if one side has an overwhelming victory, (or even a squeaking one.) Even if the players trust each other's honesty, there is always the questioning of memory. (Do you have any idea how much arguing can occur among two players?)

The solutions to the previously mentioned problems will now follow. Choose new colors for the board. Add additional counters or include a "1914" type hidden movement table. Find a simple solution to the play balance question in the Tournament Game.

Since today I am being blunt, I would like to say that I think *Guadalcanal* has great promise as an AH game. It's uniqueness concerning the use of hidden movement and small number of counters and the use of long-range artillery make it a potential best seller.

John Kato
2014 Butler Avenue
Los Angeles, California 90025

Dear Sirs:

The enclosed \$5 is for a subscription to the A.H. General — in hopes of it helping me to win our local tournament here at Dobbs Ferry. Let me tell you a little story.

Having out-blitzed my opponent at *Blitzkrieg* on level One, and then stopped the Germans at Moscow in *Stalingrad* — I preceded with a brilliant win at *Jutland* to the finals — remarkably enough, in *Tactics II*. (We all agree on that for some reason.)

Confident of victory, I opened up with my usual move — that is, taking the Red City of C19-27, and securing C3-28 with Amphib, and Para Troops; that is, these were my major moves. (It is my theory that the game is won in the area of C3-28. In any event, I made the incredible blunder of moving out of the city (C3-28) to the mountains nearby, to secure the city. Naturally, this cost me the game, as the port was uninvaded and my forces totally destroyed. Luckily, I was able to draw the game out one more year, by the fact that I contained Reds drive to my own C10-97 by some brilliant out flankery. But it was soon sob-all over. Let me say to any novice TACTIC TWOER — God in Heaven! Don't let a city be reinvaded after you've taken it!

Dr. Jesse Lederman
34 Overlook Rd.
Dobbs Ferry, N.Y. 10522

"God in Heaven," someone still plays *Tactics II*. Like old soldiers, old games never die... AH

Dear Mrs. Zombro (The General):

Your quick response to my inquiry concerning the mailing of the General and your kind words were most appreciated. It is most gratifying to know that there are still those who will take time to give that added personal touch to correspondence with a customer. It is most rare, and Avalon Hill should be very proud to have someone of your character as an employee. Again, your efforts are most appreciated.

The General is, I think, another excellent method for those of us in this war zone to hold on to a little touch of home. Although time for participation in our hobbies is most limited we are all happy to be able to have some method of keeping updated in their growth. The General is one method of doing this.

Sgt. John T. Chandler
Box 12862, 3 Cmbt Spt Gp
APO San Francisco 96227

Infiltrators Report

WAR: A NATURAL HUMAN TRAIT — Distinguished columnist C. L. Sulzberger writes that ever since the United States ratified the Kellogg-Briand Treaty 40 years ago, which outlawed war, "since then, the world has seen approximately 100 armed conflicts in at least six of which the United States participated." Perhaps the reason this treaty has been ineffective is that no one bothers to officially *declare* war. On the other hand, perhaps it is ineffective simply because man loves to fight. If, as Julian Huxley writes: "as for human nature, it contains no specific war instinct," than why in the last eight years alone have there been 164 internationally significant outbreaks of violence and 82 governments directly involved: Between 1946 and 1959, we have seen more than 1,200 examples of internal war. Despite his previous premise, Huxley observes, "there are only two kinds of animals that habitually make war — man and ants." It is interesting to note that ants, particularly harvester ants, war on each other over accumulation of property. "War did not arise until man began to accumulate stores of grain and other forms of wealth (property)," continues Huxley. What Huxley is probably saying is that man is basically pacifistic in nature *until* someone else has what he wants. Thus we can conclude that as mankind's societies develop higher, tendencies toward war will increase, not decrease as the peaceniks are wont to have us believe. This means, in effect, that there will be more, not fewer, wars the likes of Korea and Vietnam. What's all this got to do with Avalon Hill games??? Simply this; we're sick and tired of hearing from the nutty bleeding hearts that our games foster the climate analogous with "aggression." It's time they start cleaning up their *own* backyards, first... then we'll discuss "de-escalation of the wargame syndrome." So much for the sermon of the day...

NO ONE sank the Prince of Wales in Contest No. 33; but many came close. Lead by Nokin Rene's 4 Midships hits out of a possible 5, contest winners were: Nokin Rene, Lasne, Belgium; Gary William Kellerman, Ossining, New York; Ilmar Praegle, Swampscott, Mass; Leroy McGee, Hillsboro, Oregon; Tim Fuchs, Toledo, Ohio; Ray Woloszyn, Warren, Ohio; Clay Du-laney, Towson, Maryland; Bob Smith, Ft. Lauderdale, Florida; J. B. Lawson, Torrence, California; and Mike Harmon, Vallejo, California.

CONGRATULATIONS ALSO to the following whose articles in last issue's General pulled the most votes. In order of popularity, they are: James & Roslyn Crawford for "Return to Armageddon;" Alan Augenbraun for "German Defense of Normandy — Part I;" Scotty Bowden for "Home Before the Leaves Fall;" Thomas Fowler for "Barbarossa;" and Gary Gygax for "Smash the Enemy and Keep Rolling."

SOCIETY NEWS: The Fight-in-the-Skies Society announces its upcoming tourney and subscription info about its new magazine, "Aerodrome,"

through Mike Carr, 945 Hoyt Avenue, St. Paul, Minn. 55117. The IFW Diplomacy Society consists of 26 associated magazines with Len Lakofka as official spokesman — 1806 N. Richmond St., Chicago 60647.

PRESS RELEASE (UPDATED) For information on spacewargaming, write either Russell Powell, 5820 John Ave., Long Beach, Cal. 90805 (SPARTAN Space Society) or Randy Smith, 9758 Crebs Ave., Northridge, Cal. 91324 (Galactic Federation). All LENSMAN play of the former LENS-MAN League is being handled by Bob Schoolfield, 1917 West 8th St., Texarkana, Texas 75701, and the replacement magazine for SPACELANES is INTERPLANETARY COMMUNICATOR, whose first issue is available for 10 cents from Len Lakofka, 1806 North Richmond, Chicago, Ill. 60647.

Phil Pritchard will continue to market LENS-MAN (\$4.00), GALAXIAN V *only* (50 cents), and STALINGRAD II counter sheets (50 cents) from Harvard University, Perkins Hall 27, Cambridge, Mass. 02138. Game offers will still be answered, but all those desiring information, send an SAE for a copy of the next information bulletin.

AVALON HILL was honored by Governor Marvin Mandel at a special breakfast last month for providing sub-contract work for retarded and handicapped workers at two Baltimore sheltered workshops.



Accepting a certificate of appreciation in behalf of Avalon Hill was Tom Shaw.

The two workshops are operated by Baltimore League for Crippled Children and Adults and by Baltimore Association for Retarded Children. Workers there are paid on the basis of a production formula that enables them to earn wages rather than seeking welfare assistance.

Specializing in stuffing, assembling, sorting and similar types of contracts, the workshops, through their directors also expressed gratitude for the Avalon Hill contracts.

HOBBY ASSOCIATION PRESIDENT Milt Gray, in his newsletter, had this to say: "When you're worried about America, read this — in 1914 an American worker had to work 6 hours to earn enough to buy a shirt. Today he earns a better shirt in 1 hour and 49 minutes. In 1914 he worked 1 hour and 47 minutes for a pound of

butter; today, 19 minutes. In 1914 he labored 1 hour 14 minutes for a pound of bacon; today, 22 minutes. In 1914 it took 12 hours 52 minutes of work for a good pair of men's shoes; today 6 hours 54 minutes. And what do we do with our leisure time?" Milt Gray's answer in brief is that Americans spend much more of their time on cultural pastimes, despite headlines to the contrary. We were hoping he'd say, "playing 1914 — which takes all that leisure time people have been able to save up since 1914."

GAME OF THE MONTH CLUB, P.O. Box 191, Berkeley Heights, N.J. 07922, has selected Word Power as — you guessed it — the game of the month. Those who get on their mailing list will see this popular adult game featured in their December Newsletter.

AVALON HILL will go out of business if too many wargame buffs capitalize on this idea from Neale R. Gibson, 7 Hadley Road, Armonk, New York. He prints a standard hex grid on a sheet of transparent plexiglas and lays it over a map of any area desirable. Voila; one has an instant AH mapboard. Preparing an accurate Order of Battle is something else, however.

GOOD NEWS from the publisher's of St. John's University Military Strategy Club's "D-Elim." It doesn't cost 50 cents as stated in the last issue — one need only submit a 9 x 12 envelope containing 24 cents postage to their Utopia and Grand Central Parkway, Jamiaca address to receive one of the most informative newsletters of general wargaming interest around. Other mags we heartily recommend are: IFW's International Wargamer, 4658 N. Spaulding, Chicago 60625; Wargamer's Newsletter, 69 Hill Lane, Southampton, Hampshire, England SO1 5AD; The Armchair General, P.O. Box 274, Beltsville, Md. 20705; Panzerfaust, Box 280 RD No. 2, Sayre, Penna 18840. Two new attempts are: The Bomb, the "official Zine of the IFW Anzio Society, which indicates that Anzio may become a classic before its time; and the U.S.C.G. Journal which stands for United States Combat Group and may be obtained from Colonel David Glasser, 1718 Northport Drive No. 6, Madison, Wisconsin. R.E. Johnson reports expansion of the Avalon Hill Intercontinental Kriegspiel Society's "Kommandeur," a quarterly that was previously available only to members. This organization caters to adults who desire PBM contests with overseas persons. However, they are broadening their base of operations. Complete info is available from Editor Johnson, P.O. Box 134, Whippany, New Jersey 07981.

THE TOP MAGAZINE continues to be S&T. Yes, S&T has survived. Now the baby of Poultron Press, who took over from Project Analysis Corp, the quality is just a shade under that of its original publisher — and that can be attributed to inherent disorganization that always results during a changeover period. On the plus side, each issue will contain complete games as a regular feature in addition to a column from game authority, Sid Sackson, designer of several 3M Bookshelf games. A more controversial and opinion-oriented policy will prevail — making it the premier magazine into which former editor Chris Wagner had developed it.

Subscription info is available from Poultron Press, P.O. Box 4267, Long Island City, New York 11104.

